

Flowcharted C code

```

set(#include <stdio.h> );//
input(void main() { );//
set(int i=10; );//
loop(while( i -- ) );//
process(printf("Hello World!\n"));//
lend( } );//
end( ) //end main() );//
  
```

The FSML 'flowcode' is shown in a 'hello.ms - Notepad' window. It uses a set of keywords (set, input, loop, process, lend, end) to represent the C code structure. A circled '12' is next to the window.

FSML 'flowcode'

```

<set>#include <stdio.h> </set>
<input>void main() { </input>
<set>int i=10; </set>
<loop>while( i -- ) </loop>
<process>printf("Hello World!\n");</process>
<lend> } </lend>
<end> } //end main() </end>
  
```

The XML compliant FSML 'flowcode' is shown in a 'hello.ms - Notepad' window. It uses XML-style tags (<set>, </set>, <input>, </input>, etc.) to represent the C code structure. A circled '13' is next to the window.

XML compliant FSML 'flowcode'

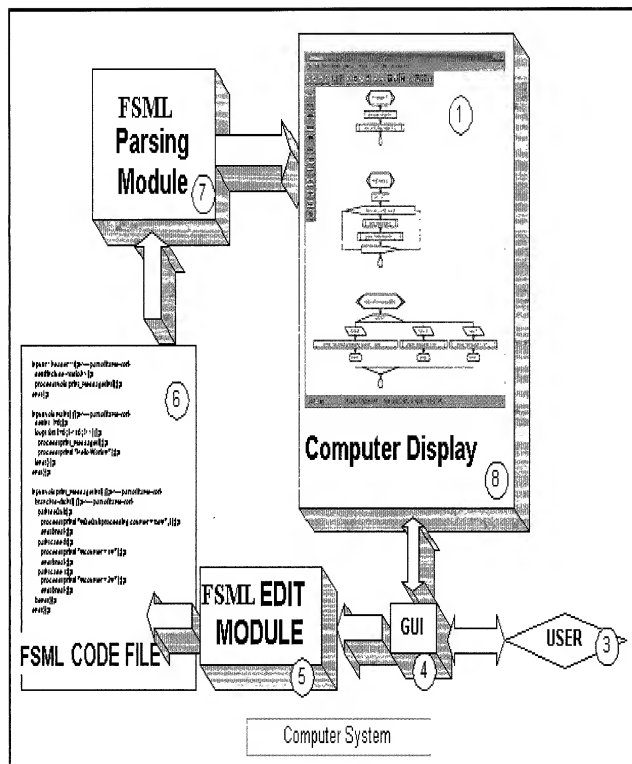
```

#include <stdio.h>
void main() {
    int i=10;
    while( i -- ) {
        printf("Hello World!\n");
    }
}
//end main()
  
```

The 'C' code is shown in a 'hello.c - Notepad' window. It is the standard C code for printing 'Hello World'. A circled '2' is next to the window.

'C' code

Fig. 1



**Fig. 2**

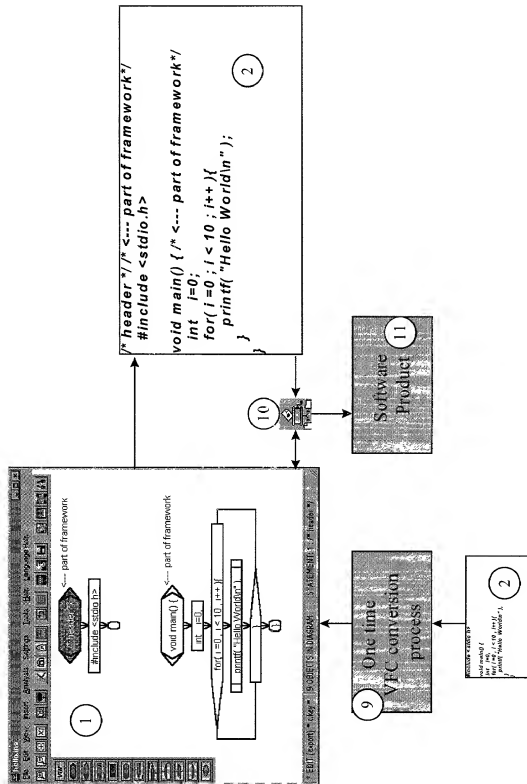
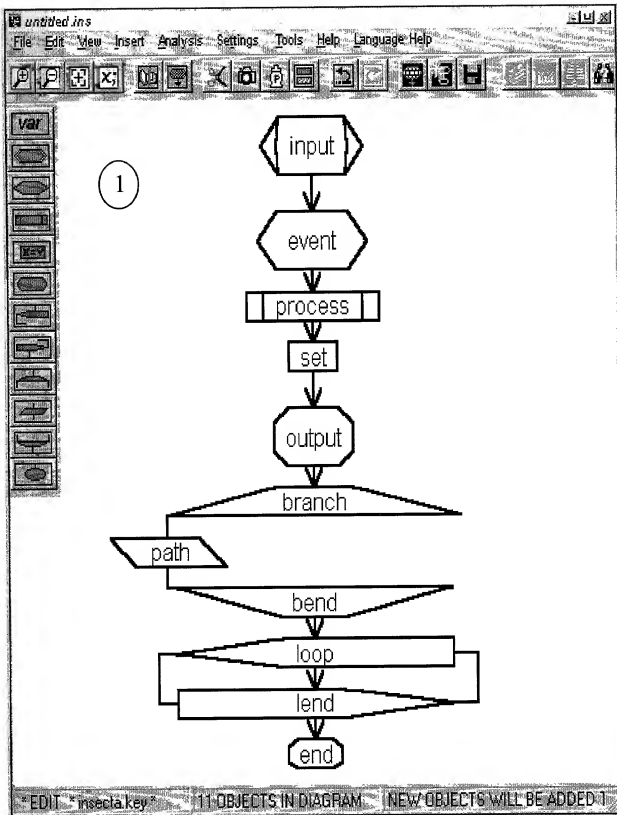


Fig. 3



**Fig. 4**